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Terms used **wireless global static variable**

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Relevance scale 1 [A pre-serialization transaction management technique for mobile multidatabases](#)December 2000 **Mobile Networks and Applications**, Volume 5 Issue 4

Publisher: Kluwer Academic Publishers

 Full text available:  [pdf\(161.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Rapid advances in hardware and wireless communication technology have made the concept of mobile computing a reality. Thus, evolving database technology needs to address the requirements of the future mobile user. The frequent disconnection and migration of the mobile user violate underlying presumptions about connectivity that exist in wired database systems and introduce new issues that affect transaction management. In this paper, we present the Pre‐Serialization &Ipar;PS) tra ...

2 [Maximizing network lifetime of broadcasting over wireless stationary ad hoc networks](#)

Intae Kang, Radha Poovendran

December 2005 **Mobile Networks and Applications**, Volume 10 Issue 6

Publisher: Kluwer Academic Publishers

 Full text available:  [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We investigate the problem of extending the network lifetime of a single broadcast session over wireless stationary ad hoc networks where the hosts are not mobile. We define the network lifetime as the time from network initialization to the first node failure due to battery depletion. We provide through graph theoretic approaches a polynomial-time globally optimal solution, a variant of the minimum spanning tree (MST), to the problem of maximizing the static network lifetime. We make use of thi ...

Keywords: ad hoc network, algorithm/protocol, broadcast, design and analysis, energy efficient, graphs and networks, network topology, routing protocols

3 [Mobile agents for wireless computing: the convergence of wireless computational models with mobile-agent technologies](#)October 2004 **Mobile Networks and Applications**, Volume 9 Issue 5

Publisher: Kluwer Academic Publishers

 Full text available:  [pdf\(999.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Wireless mobile computing breaks the stationary barrier and allows users to compute and access information from anywhere and at anytime. However, this new freedom of

movement does not come without new challenges. The mobile computing environment is constrained in many ways. Mobile elements are resource-poor and unreliable. Their network connectivity is often achieved through low-bandwidth wireless links. Furthermore, connectivity is frequently lost for variant periods of time. The difficultie ...

Keywords: client-server, mobile agents, mobile architectures, mobile computing, software models, wireless Web, wireless architectures

4 QoS control in wireless ATM

Youssef Iraqi, Raouf Boutaba, Alberto Leon-Garcia

June 2000 **Mobile Networks and Applications**, Volume 5 Issue 2

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(160.13 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



5 iMobile: a proxy-based platform for mobile services

 Chung-Hwa Herman Rao, Yih-Fam Robin Chen, Ming-Feng Chen, Di-Fa Chang

July 2001 **Proceedings of the first workshop on Wireless mobile internet WMI '01**

Publisher: ACM Press

Full text available:  [pdf\(829.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



iMobile is a proxy-based platform that addresses the research issues in building mobile services. iMobile acts as a message gateway that allows mobile devices using various protocols on different access networks to relay messages to each other. It also allows these clients to access internet services, corporate databases, and to control various networked devices. iMobile implements three key abstractions: *devlet*, *infolet*, and *applet*. A devlet is a driver attached to ...

Keywords: CDPD, GSM, IMAP, POP3, SMS, TCP/IP, TDMA, WAP, X10, home network, instant messaging, mobile computing, proxy, telnet, wireless



6 Robotics-based location sensing using wireless Ethernet

Andrew M. Ladd, Kostas E. Berkis, Algis Rudys, Lydia E. Kavraki, Dan S. Wallach

January 2005 **Wireless Networks**, Volume 11 Issue 1-2

Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(753.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A key subproblem in the construction of location-aware systems is the determination of the position of a mobile device. This article describes the design, implementation and analysis of a system for determining position inside a building from measured RF signal strengths of packets on an IEEE 802.11b wireless Ethernet network. Previous approaches to location-awareness with RF signals have been severely hampered by non-Gaussian signals, noise, and complex correlations due to multi-path effects, i ...

Keywords: 802.11, localization, mobile systems, probabilistic analysis, wireless networks



7 Sensor networks (work in progress): Mobile traffic sensor network versus motion-

 **MIX: tracing and protecting mobile wireless nodes**

Jiejun Kong, Dapeng Wu, Xiaoyan Hong, Mario Gerla

November 2005 **Proceedings of the 3rd ACM workshop on Security of ad hoc and**

sensor networks SASN '05**Publisher:** ACM PressFull text available:  [pdf\(374.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we focus on passive attacks that threaten the privacy of mobile wireless networks. We define the concept of "venue privacy attack" (VPA) to illustrate the emerging anonymity attacks to trace mobile wireless nodes. Then we propose "motion-MIX" as the countermeasure to defend against various venue privacy attacks. We study the necessary conditions to implement motion-MIXes. These conditions include identity-free routing, one-time packet content and various other concerns in the netwo ...

Keywords: ANODR, anonymity, identity-free routing, mobility, motion-MIX**8 Session 1: Error characteristics and calibration-free techniques for wireless LAN-based location estimation**

Youngjune Gwon, Ravi Jain

October 2004 **Proceedings of the second international workshop on Mobility management & wireless access protocols MobiWac '04****Publisher:** ACM PressFull text available:  [pdf\(5.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Using wireless LAN technology for location estimation provides alternate means to enable location-based applications without investment in sensor network infrastructure and special hardware. However, the main drawback of wireless LAN-based location systems is *calibration* of signal strength as a function of location in spatially high-density, which consumes manual labor and needs to be carried out repeatedly. In this paper, we analyze empirical error characteristics of calibration-based lo ...

Keywords: RF-based location estimation, calibration, extrapolation, interpolation, static scene analysis, triangulation, wireless LAN**9 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels**

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05****Publisher:** ACM PressFull text available:  [pdf\(6.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless**10 Tree multicast strategies in mobile, multishop wireless networks**

Mario Gerla, Ching-Chuan Chiang, Lixia Zhang

October 1999 **Mobile Networks and Applications**, Volume 4 Issue 3**Publisher:** Kluwer Academic PublishersAdditional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available: [pdf\(285.79 KB\)](#)

[index terms](#)

Tree multicast is a well established concept in wired networks. Two versions, per-source tree multicast (e.g., DVMRP) and shared tree multicast (e.g., Core Based Tree), account for the majority of the wireline implementations. In this paper, we extend the tree multicast concept to wireless, mobile, multihop networks for applications ranging from ad hoc networking to disaster recovery and battlefield. The main challenge in wireless, mobile networks is the rapidly changing environment. We add ...

11 [Pluggable abstract domains for analyzing embedded software](#)



Nathan Cooprider, John Regehr

June 2006 **ACM SIGPLAN Notices , Proceedings of the 2006 ACM SIGPLAN/SIGBED conference on Language, compilers and tool support for embedded systems LCTES '06**, Volume 41 Issue 7

Publisher: ACM Press

Full text available: [pdf\(250.46 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Many abstract value domains such as intervals, bitwise, constants, and value-sets have been developed to support dataflow analysis. Different domains offer alternative tradeoffs between analysis speed and precision. Furthermore, some domains are a better match for certain kinds of code than others. This paper presents the design and implementation of cXprop, an analysis and transformation tool for C that implements "conditional X propagation," a generalization of the well-known conditional const ...

Keywords: TinyOS, abstract interpretation, embedded software

12 [Systematic dynamic memory management design methodology for reduced memory footprint](#)



David Atienza, Jose M. Mendias, Stylianos Mamagkakis, Dimitrios Soudris, Francky Catthoor
April 2006 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.33 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

New portable consumer embedded devices must execute multimedia and wireless network applications that demand extensive memory footprint. Moreover, they must heavily rely on Dynamic Memory (DM) due to the unpredictability of the input data (e.g., 3D streams features) and system behavior (e.g., number of applications running concurrently defined by the user). Within this context, consistent design methodologies that can tackle efficiently the complex DM behavior of these multimedia and network app ...

Keywords: Multimedia embedded systems, custom dynamic memory management, memory management, operating systems, reduced memory footprint

13 [Mobile and sensor data management: GPS-Free node localization in mobile wireless sensor networks](#)



Hüseyin Akcan, Vassil Kriakov, Hervé Brönnimann, Alex Delis

June 2006 **Proceedings of the 5th ACM international workshop on Data engineering for wireless and mobile access MobiDE '06**

Publisher: ACM Press

Full text available: [pdf\(1.15 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An important problem in mobile ad-hoc wireless sensor networks is the localization of individual nodes, i.e., each node's awareness of its position relative to the network. In this paper, we introduce a variant of this problem (directional localization) where each node must be aware of both its position and orientation relative to the network. This variant is

especially relevant for the applications in which mobile nodes in a sensor network are required to move in a collaborative manner. Using g ...

Keywords: localization, mobility, sensor networks

14 Projectors: advanced graphics and vision techniques



Ramesh Raskar

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(6.53 MB\)](#) Additional Information: [full citation](#)



15 Mobility in agents, sensors and services: Programming sensor networks with mobile agents



Athanassios Boulis

May 2005 **Proceedings of the 6th international conference on Mobile data management MDM '05**

Publisher: ACM Press

Full text available: [pdf\(162.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



Sensor Networks need the ability to be dynamically programmed efficiently. Several frameworks have been developed for this purpose largely falling into one of three classes: i) user-guided code updates, ii) database model, and iii) agent-based model. Even though the agent-based model is being touted to bring increased efficiency in terms of energy consumed, its advantage has not been clearly articulated by the relevant sensor network literature. We identify a suitable application to showcase the ...

Keywords: programming models, sensor networks

16 Software architecture of ubiquitous scientific computing environments for mobile platforms



Tzvetan T. Drashansky, Sanjiva Weerawarana, Anupam Joshi, Ranjeewa A. Weerasinghe, Elias N. Houstis

December 1996 **Mobile Networks and Applications**, Volume 1 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(363.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recent and anticipated technological advances in wireless computing will permit users to compute ubiquitously, "anywhere" and "any time". However, mobile platforms are unlikely to have the computational resources to solve even moderately complex problems that users routinely solve on static workstations today. In the SciencePad project our aim is to develop "Ubiquitous" Problem Solving Environments (UPSEs) to support mobile aware applications. The objecti ...

17 Bazaars, services, and systems: MoB: a mobile bazaar for wide-area wireless services



Rajiv Chakravorty, Sulabh Agarwal, Suman Banerjee, Ian Pratt

August 2005 **Proceedings of the 11th annual international conference on Mobile computing and networking MobiCom '05**

Publisher: ACM Press

Full text available: [pdf\(344.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We introduce MoB, an infrastructure for collaborative wide-area wireless data services. MoB proposes to change the current model of data services in the following fundamental ways: (1) it decouples infrastructure providers from services providers and enables fine-grained competition, (2) it allows service interactions on arbitrary timescales, and, (3) it promotes flexible composition of these fine-grained service interactions based on user and application needs. At the heart of MoB is an open mar ...

Keywords: incentives, reputation, wide-area wireless, wireless services

18 Systems Issues: Robotics-based location sensing using wireless ethernet

 Andrew M. Ladd, Kostas E. Bekris, Algis Rudys, Lydia E. Kavraki, Dan S. Wallach, Guillaume Marceau

September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking MobiCom '02**

Publisher: ACM Press

Full text available:  [pdf\(235.70 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A key subproblem in the construction of location-aware systems is the determination of the position of a mobile device. This paper describes the design, implementation and analysis of a system for determining position inside a building from measured RF signal strengths of packets on an IEEE 802.11b wireless Ethernet network. Previous approaches to location awareness with RF signals have been severely hampered by non-linearity, noise and complex correlations due to multi-path effects, interferenc ...

Keywords: 802.11, localization, mobile systems, probabilistic analysis, wireless networks

19 Compilation: Automated compile-time and run-time techniques to increase usable memory in MMU-less embedded systems

 Lan S. Bai, Lei Yang, Robert P. Dick

October 2006 **Proceedings of the 2006 international conference on Compilers, architecture and synthesis for embedded systems CASES '06**

Publisher: ACM Press

Full text available:  [pdf\(1.94 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Random access memory (RAM) is tightly-constrained in many embedded systems. This is especially true for the least expensive, lowest-power embedded systems, such as sensor network nodes and portable consumer electronics. The most widely-used sensor network nodes have only 4-10 KB of RAM and do not contain memory management units (MMUs). It is very difficult to implement increasingly complex applications under such tight memory constraints. Nonetheless, price and power consumption constraints make ...

Keywords: data compression, embedded system, wireless sensor network

20 Pen computing: a technology overview and a vision

 André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between

a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

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